Title: EFFICIENT BUMP MAPPING USING HEIGHT MAPS
Inventor(s): Simon FENNEY, et al
Serial No.: Unknown
Docket No.: R&G 359

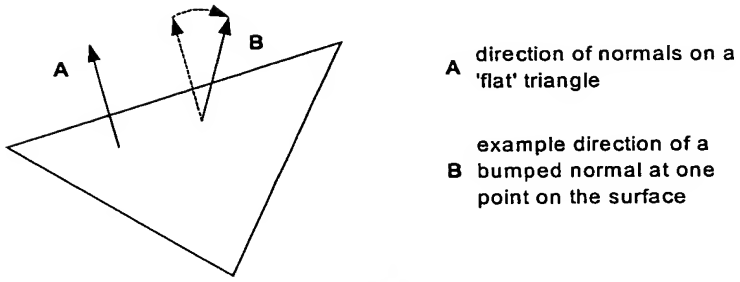

Figure 1

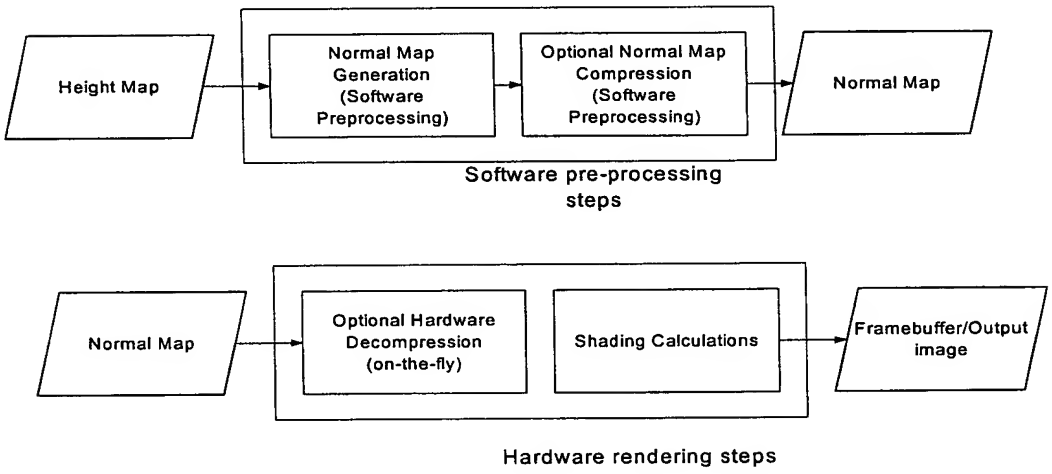

Figure 2

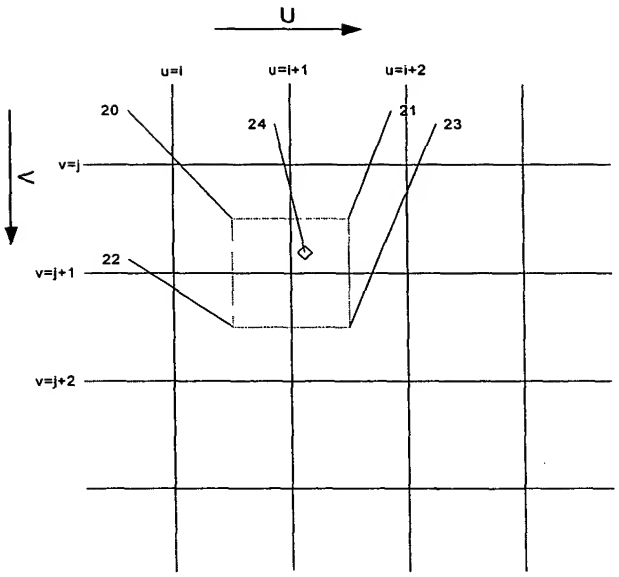

Figure 3

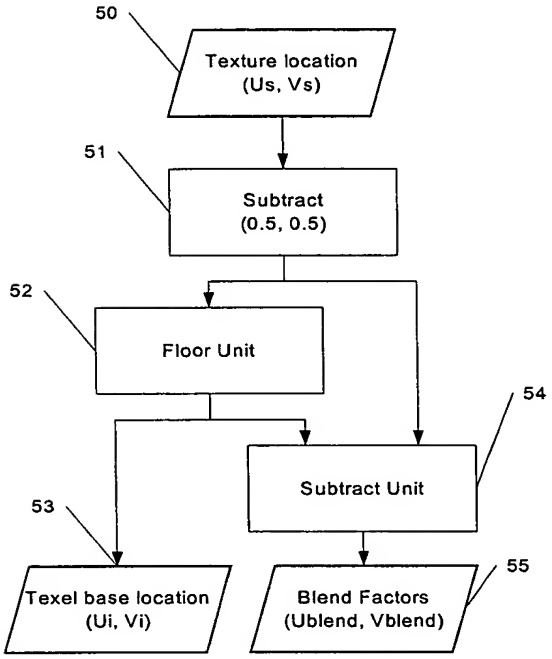

Figure 4a

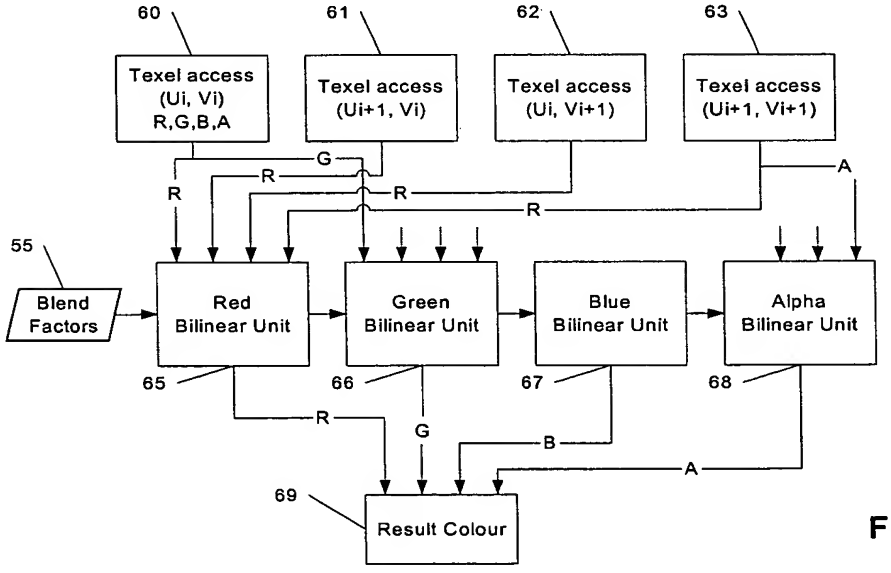

Figure 4b

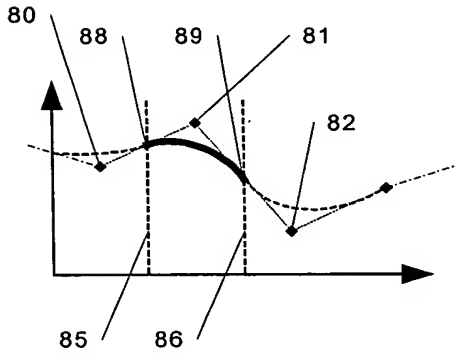

Figure 5

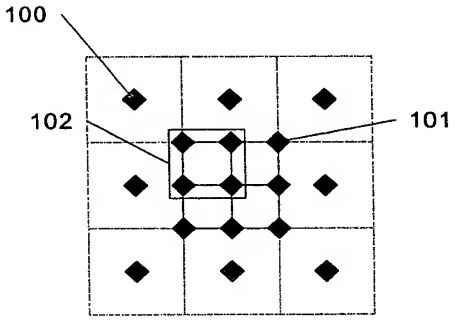

Figure 6

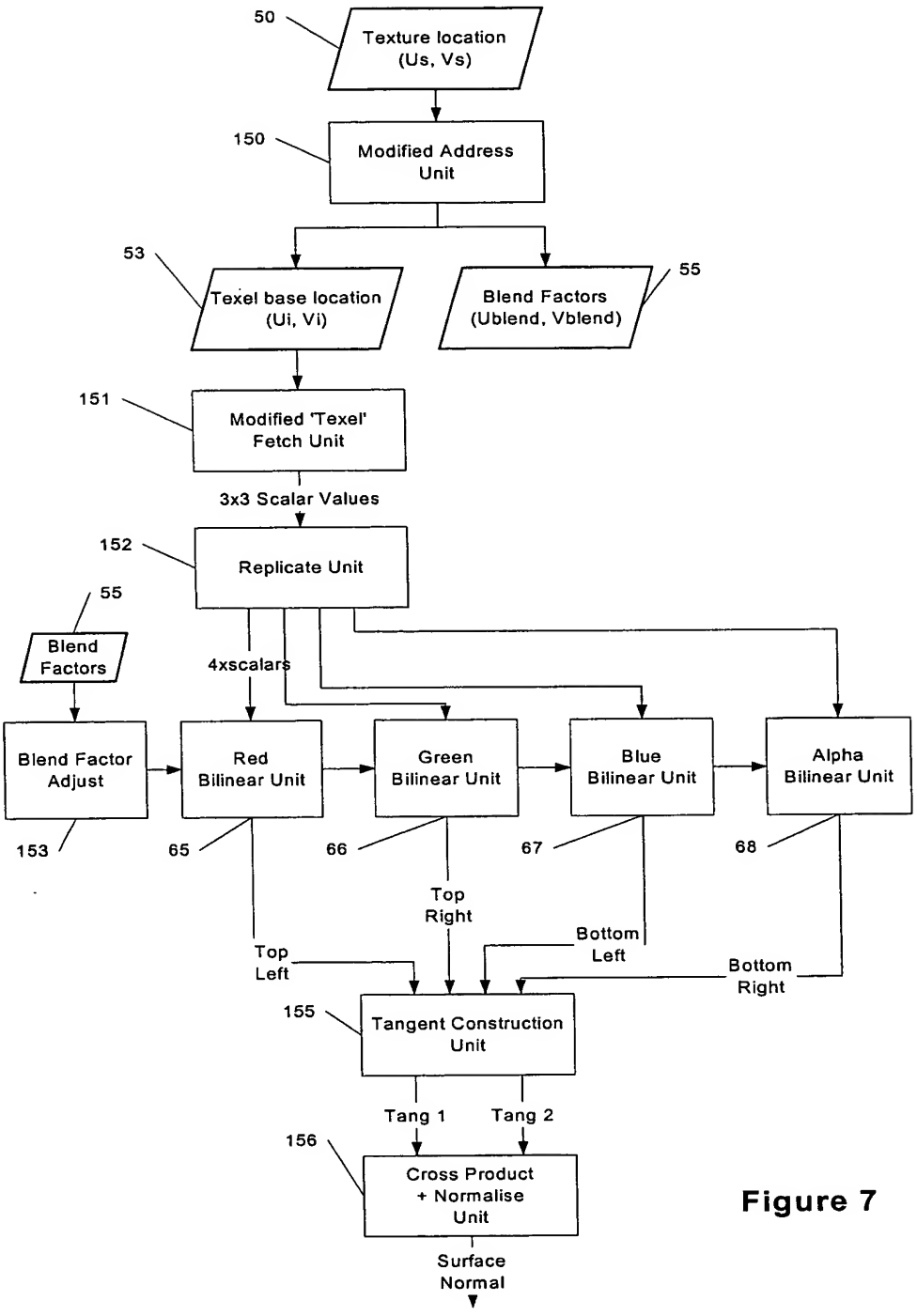
50
Texture location (Us, Vs)
150
Modified Address Unit
53
Texel base location (Ui, Vi)
55
Blend Factors (Ublend, Vblend)
151
Modified 'Texel' Fetch Unit
3x3 Scalar Values
152
Replicate Unit
55
Blend Factors
4xscalars
Blend Factor Adjust
Red Bilinear Unit
Green Bilinear Unit
Blue Bilinear Unit
Alpha Bilinear Unit
153
65
66
67
68
Top Right
Bottom Left
Top Left
Bottom Right
155
Tangent Construction Unit
Tang 1
Tang 2
156
Cross Product + Normalise Unit
Surface Normal

Figure 7

Figure 8a

Figure 8b

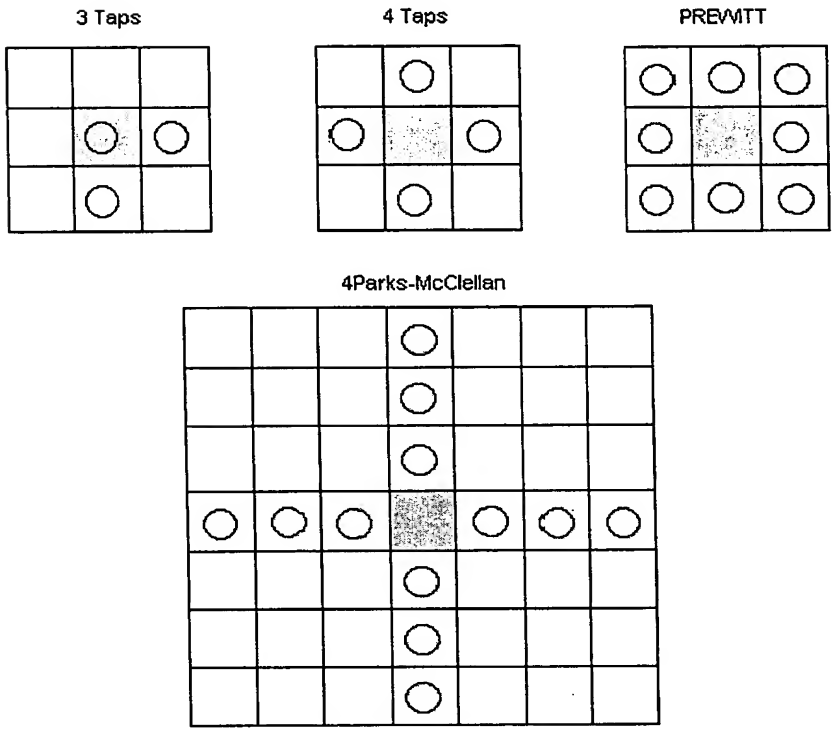

Figure 9